

**No Heroes
Allowed:
No Puzzles Either!™**





CONTROLS

Touchscreen

Tap

[Puzzle Screen]
Dig Out
Blocks /
Use Items
[Other
Screens]
Select/Confirm

Slide

[Puzzle Screen]
Slide a
block into a
vacant space.
[Other Screens]
Go to next page

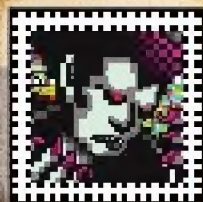


X button

Skip Message/Skip
hero Entry.

START button

Quit Stage
(Multiplayer
Mode only.)



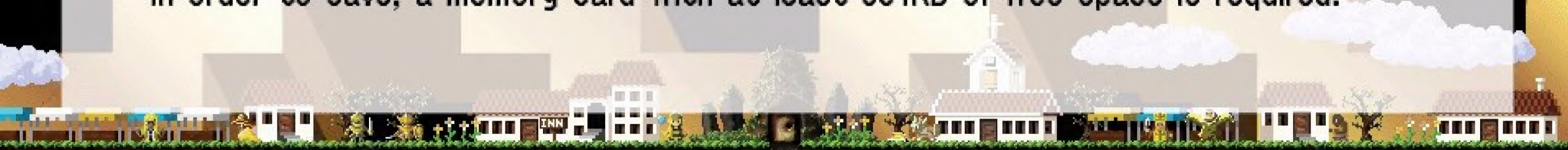
THE VARIOUS MODES

Single-Player	Play the single-player mode.
Multiplayer	Play with up to three other players.
Training	Learn the rules of the game here.
Settings	Select your favorite puzzle location, background music and sound effects.

SAVING YOUR GAME


This game uses an autosave function. Please do not turn off your PlayStation®Vita system when the game is saving.

In order to save, a memory card with at least 864KB of free space is required.





DOWNLOADABLE CONTENT/ITEMS

Tap the  icon to be taken to PlayStation®Store, where you can purchase downloadable content and items designed to enhance your playing experience.

Downloadable Content

Pick (Shallow)	Allows the player to play 10 times a day.
Pick (Deep)	Allows the player to play 24 times a day.
Pick (Bottomless)	Allows the player unlimited plays per day.
Increased Enslavement Quota (1-3)	Increases the number of slaves who can be put to work in the mine (up to three expansions can be purchased.)
Expanded Monster Quarters (1-3)	Increases the number of monsters that can be kept (up to three expansions can be purchased.)
Mega Pack	Pick (Bottomless) + Increased Enslavement Quota (1-3) + Expanded Monster Quarters (1-3)



DOWNLOADABLE CONTENT/ITEMS

Items

DigFast Shake

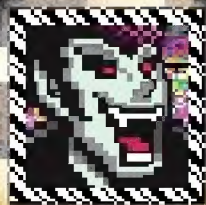
Temporarily increases the speed at which slaves dig in the mine.

Potency Boost

Provides an artificial Potency boost.

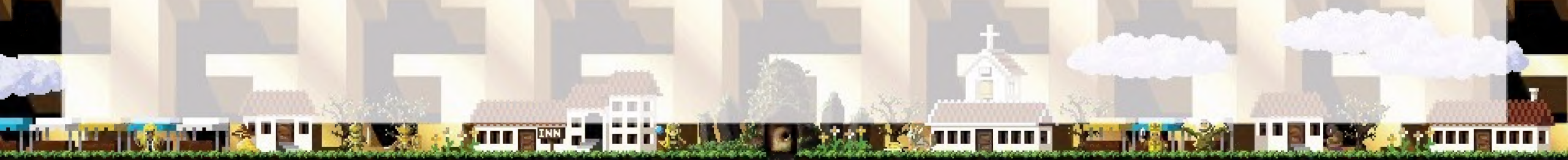
- There is no limit to the number of times DLC or items can be purchased.
- Items will be consumed after a single use.





MULTIPLAYER

If you tap on the “Multiplayer” icon on the title screen, you can cooperate with up to three other players via ad hoc communication mode! But before you do so, you’ll need to burn the following information into the fleshy folds of your enormous brain!

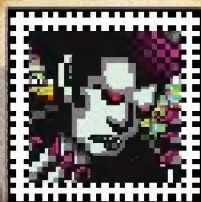




MULTIPLAYER

⚠ AD HOC PLAY REQUIREMENTS

1. Please ensure that the “Flight Mode” checkbox in the Settings menu accessible from the home screen is not checked, and remains unchecked throughout ad hoc play. When aboard an airplane or in any other place where the use of Flight Mode is mandatory, you must engage Flight Mode and refrain from using all connectivity-related features.
2. Please ensure that all participating players have selected “Automatic” under “Network”->“Wi-Fi Settings”->“Ad Hoc Mode Channel” in the Settings menu accessible from the home screen. If connection problems are experienced with “Automatic” selected, try having all participating players select channel [1], [6], or [11].
3. Please ensure that all participating PlayStation®Vita systems are within 10 meters of one another.



MULTIPLAYER

Create a Room

Create a room in order to host a multiplayer game. The host will be charged the one-pick fee for playing each stage, but the details of any stage clearances earned will be added to their play records. The host is also able to pick the stage (the stages available are the same as those in Single-Player Mode.)

Search for a Room

Select a room, and join a multiplayer game as a guest. Guest players will not be charged the one-pick fee for playing each stage, but the details of any stage clearances earned will also not be added to their play records. They will, however, keep any heroes captured.

- Downloadable content and items from PlayStation®Store cannot be purchased while in Multiplayer Mode.





SPECIAL MULTIPLAYER RULES

Here's a list of some things we like to do a little differently in Multiplayer Mode. Oh, and remember, you can't pause in multiplayer. It's all about the now!

Secret Tools/Items are not allowed.

Dragon Blocks

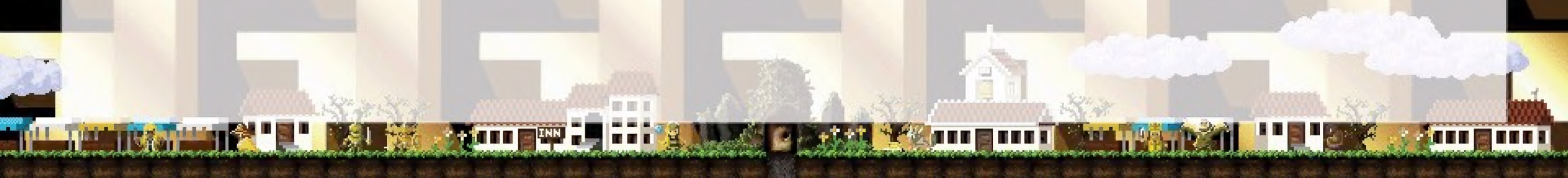
- Effects of Dragon Blocks (destruction of all earth and blocking blocks) apply to all players.
- If one player summons a dragon immediately after another player has activated one, a Dragon Chain is initiated, inflicting massive hero damage. (Will not happen if the same player summons two Dragon Blocks in succession.)



ONLINE EVENTS

When online events are available, the “Events” menu will appear on the world map.

Make the most of these rare chances to roundly humiliate other gods of destruction in the race for the top of the rankings!



For more information on this
game please visit
www.playstation.com



PlayStation®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

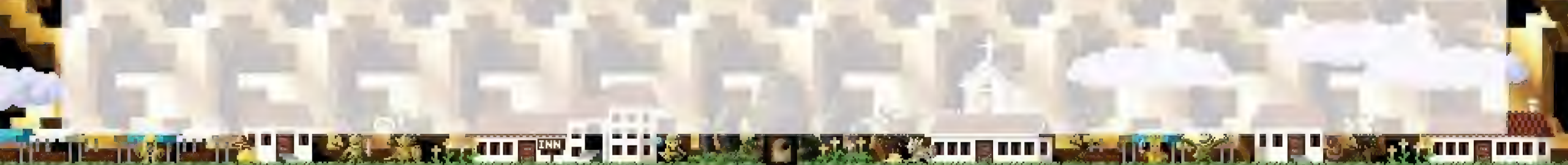
- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

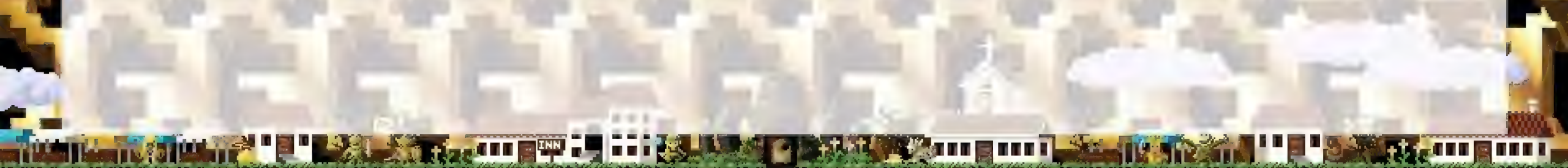
DISCLOSURE REGARDING USE OF LOCATION DATA

This game interacts with other applications that use location data (such as “near”).

To turn off location data, go to [Settings] > [Location Data].



SCEA may retire the online portion
of this game at any time.



SOFTWARE PRODUCT LICENSE AGREEMENT

BY PURCHASING, DOWNLOADING OR USING THE SOFTWARE PRODUCT ("SOFTWARE"), YOU AGREE TO THE TERMS OF THIS SOFTWARE PRODUCT LICENSE AGREEMENT ("AGREEMENT"). If you do not agree to the terms of this Agreement, do not purchase, download or use the Software.

Please read this entire Agreement, which governs your use of the Software. This Agreement is between the publisher of the Software ("Licensor") and you. The identity of Licensor can be found on the packaging for physical products (e.g., the Blu-ray game disc box) or on the online store page for downloadable products (e.g., PlayStation®Store game page). This Agreement applies to you unless you and Licensor enter into a separate, valid license agreement, in which case the terms of that separate license agreement will govern.

SOFTWARE PRODUCT LICENSE AGREEMENT

If Licensor is Sony Computer Entertainment America LLC ("SCEA"), this Agreement is between you and SCEA. If Licensor is not SCEA, then (a) Licensor, not SCEA, is solely responsible for the Software; and (b) SCEA is a third-party beneficiary of this Agreement, which means that SCEA has the right to enforce the terms of the Agreement against you.

NOTE: IF YOU ARE A UNITED STATES RESIDENT OR A RESIDENT OF A COUNTRY IN NORTH, CENTRAL OR SOUTH AMERICA, TO THE FULLEST EXTENT PERMITTED BY LAW, THIS AGREEMENT CONTAINS A BINDING INDIVIDUAL ARBITRATION AND CLASS ACTION WAIVER PROVISION IN SECTION 6 THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT AND WITH RESPECT TO ANY "DISPUTE" (AS DEFINED IN SECTION 6) BETWEEN YOU AND A SONY ENTITY (AS DEFINED IN SECTION 6). YOU HAVE A RIGHT TO OPT OUT OF THE BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISIONS AS DESCRIBED IN SECTION 6.

SOFTWARE PRODUCT LICENSE AGREEMENT

1. GRANT OF LICENSE.

The Software is licensed to you, not sold. Upon installation of the Software, Licensor grants to you a limited, non-exclusive license to use the Software for personal use on your PlayStation® system (e.g., PlayStation®4 system, PlayStation®3 system, PlayStation®Vita system, PSP® (PlayStation®Portable) system and all other current and future PlayStation® systems). For PlayStation®4 Software only, Licensor also grants to you a limited, non-exclusive license to use the share button to replicate or stream the Software's audio and video output to third-party services supported by the PlayStation®4 system where the Software permits use of the Share button and where Licensor has the rights to permit you to record, edit and share the Software's content. This limited, non-exclusive license includes recording portions of the Software's content to the PlayStation®4 system and to use that system's tools to edit those recordings. Any rights in the Software not explicitly granted to you in this license are reserved by Licensor, including rights to all intellectual

SOFTWARE PRODUCT LICENSE AGREEMENT

property contained in the Software. This license does not include the right to, and you agree not to (a) rent, lease or sublicense the Software or make it available on a network to other users; (b) modify, adapt, translate, reverse engineer, decompile or disassemble the Software; (c) create derivative works from the Software; or (d) copy, publicly perform or broadcast the Software in an unauthorized manner.

2. UPDATES AND ONLINE SERVER SUPPORT.

This Agreement will apply to all Software updates. Licensor may, by automatic update or otherwise, modify the Software at any time for any reason. If the Software uses online servers, Licensor makes no commitment to continue to make those servers available.

SOFTWARE PRODUCT LICENSE AGREEMENT

3. INTERNET CONNECTION.

Some Software features may require an internet connection, which you must provide at your expense. You are responsible for all costs and fees charged by your internet service provider related to the download and use of the Software.

4. WARRANTY/DISCLAIMER/LIABILITY LIMITATIONS.

EXCEPT AS PROVIDED HEREIN, THE SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT ALLOWABLE UNDER LAW, LICENSOR DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NONINFRINGEMENT. WITHOUT LIMITING THE FOREGOING, LICENSOR DOES NOT WARRANT THAT OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, THAT THE SOFTWARE WILL BE COMPATIBLE WITH ANY OTHER PRODUCT, OR THAT THE SOFTWARE WILL WORK PROPERLY

SOFTWARE PRODUCT LICENSE AGREEMENT

ON ALL DEVICES. LICENSOR MAY, AT ITS SOLE DISCRETION, DISCONTINUE SUPPORTING THE SOFTWARE AT ANY TIME, AND LICENSOR HAS NO LIABILITY FOR SUCH DISCONTINUANCE. LICENSOR WILL NOT BE LIABLE TO YOU FOR ANY PERSONAL INJURY, PROPERTY DAMAGE, LOST PROFITS, COST OF SUBSTITUTE GOODS, LOSS OF DATA OR ANY OTHER FORM OF DIRECT OR INDIRECT, SPECIAL, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. IN NO EVENT SHALL LICENSOR'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES EXCEED THE AMOUNT PAID FOR THE SOFTWARE. IF LICENSOR IS SCEA AND THE SOFTWARE IS PURCHASED AS PHYSICAL MEDIA (E.G., BLU-RAY DISC OR MEMORY CARD), SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE PHYSICAL MEDIA THAT THE SOFTWARE IS FREE FROM DEFECTS IN MATERIAL AND WORKMANSHIP FOR A PERIOD OF 90 DAYS FROM THE ORIGINAL DATE OF PURCHASE. SCEA AGREES FOR A PERIOD OF 90 DAYS TO EITHER REPAIR OR REPLACE, AT ITS OPTION, THE SCEA SOFTWARE. PLEASE

SOFTWARE PRODUCT LICENSE AGREEMENT

CONTACT SCEA CUSTOMER SUPPORT AS SET FORTH IN SECTION 7 BELOW TO RECEIVE INSTRUCTIONS TO OBTAIN THE REPAIR OR REPLACEMENT. THIS WARRANTY SHALL NOT BE APPLICABLE AND SHALL BE VOID IF THE DEFECT IN THE SCEA SOFTWARE HAS ARISEN THROUGH ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT. SOME JURISDICTIONS DO NOT ALLOW FOR CERTAIN LIMITATIONS OF LIABILITIES OR WARRANTIES, SO SOME OR ALL OF THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

5. MISCELLANEOUS.

This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. If the binding arbitration terms of Section 6 do not apply or are not enforceable on any Dispute, both parties submit to personal jurisdiction in California and further agree that such Dispute shall be brought in a court within San Mateo County, California. If any provision of this Agreement shall be held invalid

SOFTWARE PRODUCT LICENSE AGREEMENT

or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby. This Agreement constitutes the entire agreement between the parties related to the subject matter hereof and supersedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein. Sections 4, 5 and 6 survive the termination of this Agreement.

IF LICENSOR IS SCEA, SECTIONS 6 AND 7 APPLY.

6. BINDING INDIVIDUAL ARBITRATION FOR CERTAIN RESIDENTS.

a. The following terms in this Section 6, to the fullest extent permitted under law, only apply to you if you are a resident of the United States or a country in North, Central or South America.

SOFTWARE PRODUCT LICENSE AGREEMENT

b. The term “Dispute” means any dispute, claim, or controversy between you and SCEA or any Sony affiliate (“Sony Entity”) regarding the use of the Software, whether based in contract, statute, regulation, ordinance, tort (including fraud, misrepresentation, fraudulent inducement, or negligence), or any other legal or equitable theory, and includes the validity, enforceability or scope of this Section 6 (with the exception of the enforceability of the Class Action Waiver clause below). “Dispute” has the broadest possible meaning that will be enforced.

c. If you have a Dispute (other than one described as excluded from arbitration below) with any Sony Entity or a Sony Entity’s officers, directors, employees and agents (“Adverse Sony Entity”) that cannot be resolved through negotiation as required below, you and the Adverse Sony Entity must seek resolution of the Dispute only through arbitration of that Dispute according to Section 6’s terms, and not litigate that Dispute in court. Arbitration means that the Dispute will be resolved by a neutral arbitrator instead of in a court by a judge or jury.



SOFTWARE PRODUCT LICENSE AGREEMENT

d. YOU AND THE SONY ENTITY AGREE THAT ANY CLAIM FILED BY YOU OR BY A SONY ENTITY IN SMALL CLAIMS COURT IS NOT SUBJECT TO THE ARBITRATION TERMS CONTAINED IN THIS SECTION 6.

e. IF YOU DO NOT WISH TO BE BOUND BY THE BINDING ARBITRATION AND CLASS ACTION WAIVER IN THIS SECTION 6, YOU MUST NOTIFY SCEA IN WRITING WITHIN 30 DAYS OF THE DATE THAT YOU ACCEPT THIS AGREEMENT. YOUR WRITTEN NOTIFICATION MUST BE MAILED TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT - WAIVER, AND MUST INCLUDE: (1) YOUR NAME, (2) YOUR ADDRESS, (3) YOUR SIGN IN ID IF YOU HAVE ONE, AND (4) A CLEAR STATEMENT THAT YOU DO NOT WISH TO RESOLVE DISPUTES WITH ANY SONY ENTITY THROUGH ARBITRATION.

SOFTWARE PRODUCT LICENSE AGREEMENT

f. IF YOU HAVE A DISPUTE WITH ANY SONY ENTITY, YOU MUST SEND WRITTEN NOTICE TO SONY COMPUTER ENTERTAINMENT AMERICA LLC, 2207 BRIDGEPOINTE PARKWAY, SAN MATEO, CA 94404, ATTN: LEGAL DEPARTMENT - DISPUTE RESOLUTION, TO GIVE THE ADVERSE SONY ENTITY AN OPPORTUNITY TO RESOLVE THE DISPUTE INFORMALLY THROUGH NEGOTIATION.

g. You agree to negotiate resolution of the Dispute in good faith for no fewer than 60 days after you provide notice of the Dispute. If the Adverse Sony Entity does not resolve your Dispute within 60 days from its receipt of notice of the Dispute, you or the Adverse Sony Entity may pursue your claim in arbitration pursuant to the terms in this Section 6.

h. ANY DISPUTE RESOLUTION PROCEEDINGS, WHETHER IN ARBITRATION OR COURT, WILL BE CONDUCTED ONLY ON AN INDIVIDUAL BASIS AND NOT IN A CLASS OR REPRESENTATIVE ACTION

SOFTWARE PRODUCT LICENSE AGREEMENT

OR AS A NAMED OR UNNAMED MEMBER IN A CLASS, CONSOLIDATED, REPRESENTATIVE OR PRIVATE ATTORNEY GENERAL ACTION, UNLESS BOTH YOU AND THE ADVERSE SONY ENTITY SPECIFICALLY AGREE TO DO SO IN WRITING FOLLOWING INITIATION OF THE ARBITRATION.

i. If you or the Adverse Sony Entity elect to resolve your Dispute through arbitration, the party initiating the arbitration proceeding may initiate it with the American Arbitration Association ("AAA"), www.adr.org, or JAMS, www.jamsadr.com. This Section 6's terms govern if they conflict with the rules of the arbitration organization that the parties select.

j. The Federal Arbitration Act ("FAA") governs the arbitrability of all disputes involving interstate commerce. However, applicable federal or state law may also apply to the substance of a Dispute. For claims of less than \$75,000, the AAA's Supplementary Procedures for Consumer-Related Disputes ("Supplementary Procedures")

SOFTWARE PRODUCT LICENSE AGREEMENT

apply including the schedule of arbitration fees set forth in section C-8 of the Supplementary Procedures; for claims over \$75,000, the AAA's Commercial Arbitration Rules and relevant fee schedules for non-class action proceedings apply.

k. The AAA rules are available at www.adr.org or by calling 1-800-778-7879. Further, if your claims do not exceed \$75,000 and you provided notice to and negotiated in good faith with the Adverse Sony Entity as described above, if the arbitrator finds that you are the prevailing party in the arbitration, you will be entitled to recover reasonable attorneys' fees and costs as determined by the arbitrator, in addition to any rights to recover the same under controlling state or federal law afforded to the Adverse Sony Entity or you.

l. The arbitrator will make any award in writing but need not provide a statement of reasons unless requested by a party. The arbitrator's award will be binding and final,

SOFTWARE PRODUCT LICENSE AGREEMENT

except for any right of appeal provided by the FAA, and may be entered in any court having jurisdiction over the parties for purposes of enforcement.

m. You or the Adverse Sony Entity may initiate arbitration in either San Mateo County, California or the county in which you reside. If you select the county of your residence, the Adverse Sony Entity may transfer the arbitration to San Mateo, County if it agrees to pay any additional fees or costs you incur as a result of the change in location as determined by the arbitrator.

n. If any clause within this Section 6 (other than the Class Action Waiver clause above) is illegal or unenforceable, that clause will be severed from this Section 6, and the remainder of this Section 6 will be given full effect. If the Class Action Waiver clause is found to be illegal or unenforceable, this entire Section 6 will be unenforceable, and the Dispute will be decided by a court.

SOFTWARE PRODUCT LICENSE AGREEMENT

o. This Section 6 survives this Agreement's termination.

7. QUESTIONS, COMPLAINTS OR CLAIMS.

You may submit any questions, complaints or claims with respect to SCEA Software to Customer Support (https://support.us.playstation.com/app/contact_options).

8. USE OF UNAUTHORIZED PRODUCTS.

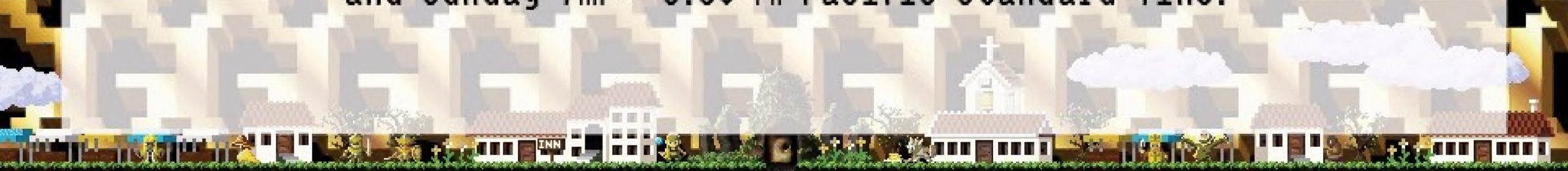
The use of software, peripherals or other products not authorized by SCEA may damage your PlayStation system and / or invalidate your PlayStation system warranty. Only official or licensed software and peripherals should be used with your PlayStation system (e.g., in the controller ports and memory card slots).

CONSUMER SERVICE/TECHNICAL SUPPORT LINE

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday - Saturday 6AM - 8PM
and Sunday 7AM - 6:30 PM Pacific Standard Time.



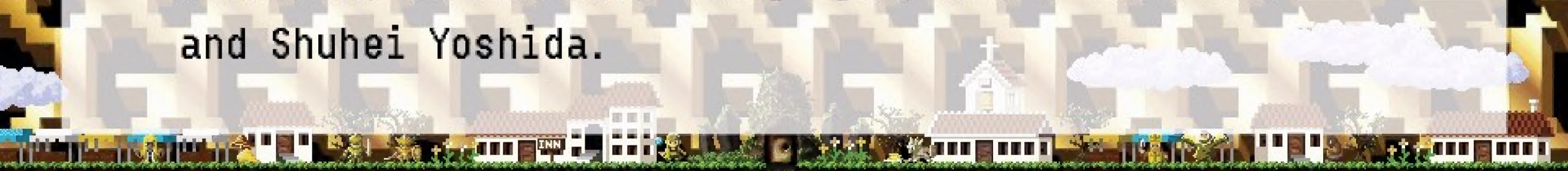
Software licensed for play on PlayStation®Vita
systems in the Americas. Use of this software and the
PlayStation®Network
is subject to applicable user agreements and
privacy policies found at:

www.us.playstation.com/support/useragreements



SPECIAL THANKS

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of <No Heroes Allowed: No Puzzles Either!™ > with special recognition to the Executive Management team including: Andrew House, Jack Tretton, Jim Bass, Guy Longworth, Scott Rohde, Glenn Nash, Riley Russell, Phil Rosenberg, Sally Buchanan, Tim Bender, Terry Wynn, Maria Suricchio and Shuhei Yoshida.



The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc. Library programs ©Sony Computer Entertainment Inc.

